PLAYER NAME

INSPIRATION

CHARACTER NAME

RACE | CLASS | ALIGNMENT | BACKGROUND

LEVEL | EXPERIENCE POINTS | CLASS 2 | AGE | SEX | HEIGHT | WEIGHT

ARMOR CLASS

INITIATIVE

MAX HP

CURRENT HIT POINTS

HIT DICE

TEMP HP

PASSIVE PERCEPTION

SPEED

FLYING

CLIMBING

SWIMMING

DARK VISION

BOON

BANE

DEATH SAVES

SUCCESSES

FAILURES

CONDITIONS

EXHAUSTION

PROFICIENCY BONUS

PROFICIENCIES

LANGUAGES

RACIAL TRAITS

CLASS FEATURES

FEATS

POINTS

TOTAL

SPENT POINTS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
○ ____ Saving Throws	○ ____ Saving Throws	○ ____ Saving Throws	○ ____ Saving Throws	○ ____ Saving Throws	○ ____ Saving Throws
○ ____ Athletics	○ ____ Acrobatics		○ ____ Arcana	○ ____ Animal Handling	○ ____ Deception
	○ ____ Sleight of Hand		○ ____ History	○ ____ Insight	○ ____ Intimidation
	○ ____ Stealth		○ ____ Investigation	○ ____ Medicine	○ ____ Performance
			○ ____ Nature	○ ____ Perception	○ ____ Persuasion
			○ ____ Religion	○ ____ Survival	

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL	1	2	3	4	5	6	7	8	9
SLOTS									
KNOWN									
CHARGES									

WEAPONS

NAME	TYPE	RANGE	ATK BONUS	DAMAGE